NAME
bsflite – Minimalist AIM(R) client

SYNOPSIS
bsflite

DESCRIPTION
BSFlite is a very light and minimal client for AOL(R)'s Instant Messenger(TM) service that works (or should work) under most varieties of UNIX. It features only the basics that every client should have, that is sending and receiving messages, adding and deleting buddies and viewing the buddy list, with other features included for convenience and simplicity.

Running bsflite
BSFlite runs without any command-line options or configuration files. Simply execute **bsflite** at a shell prompt. It will prompt for your AIM(R) screen name and password and connect. Note that these can be stored along with other options in a configuration file, detailed below.

Once connected, you may enter commands at the prompt. Most commands are either one or two characters long, and are meant to be run without a space in between the command and the argument. For example, to send a message, type:

m*screename* This is my message.

That is, the screen name immediately follows the *m* command, and is entered in lowercase without any spaces. This is the general convention for screen names in bsflite in order to allow the parser to detect where your message begins.

Commands
h, ?   Displays a list of commands.

w, ws, wf
> Displays the buddy list. **ws** displays the list sorted by status, with indicators next to the screen name to indicate this. Status is indicated by [o], online and active, [i], idle for more than 10 minutes, [a], away for less than 10 minutes, and [g], gone with away message for over 10 minutes (idle). **wf** displays the buddy list sorted in alphabetical order regardless of status, and additionally displays buddies' idle times. Note that **w** is an alias for **ws**.

m*screenname message*
> Sends *message* to *screenname*, where *screenname* is entered in lowercase and without spaces.

r
> Replies to the last person whom you messaged or who messaged you. This is a command alias for **m** that automatically enters the appropriate screen name and a space so that you may begin typing the message immediately.

p*screenname*
> Pastes a block of text to *screenname*. After pressing return, you may paste your text. BSFlite will begin sending once the send buffer is full, so multiple lines may be sent in one single message. Type '.' in a line by itself to end paste mode and send whatever is left in the buffer. Press Ctrl-X to leave paste mode without sending what is in the buffer. Note that text may have already been sent if you have entered any text in paste mode, even if you press Ctrl-X.

L, l*screenname***, lg**
> Displays the last 20 lines from the last person to message you (**L**) or *screenname* (**l**). This information is stored in log files detailed below. If *single_log* is turned on in the configuration file, L or lg display the last 20 lines of the single log file.

a*screenname***, d***screenname*
> Adds or deletes, respectively, *screenname* from your buddy list.

I, i*screenname***, A***screenname***, P***screenname*
> Retrieves information about *screenname* (or, for **I**, the last person who sent you a message). **I** and **i** retrieve the user's away message and profile, and if the user is in your buddylist it'll also show the user's idle time. **A** and **P** can be used to retrieve only the away message and profile, respectively.

g*message* (if not away), **g** (if away)
>   Sets an away message if not away, and removes the away message if away.

G, G*num*
>   Displays a numbered list of pre-defined away messages (see *FILES* below) when run without an
>   argument, and sets the away message when run with a number. Use **g** to remove this away mes-
>   sage.

v   Toggles invisibility on and off.

z!   Reloads your profile and list of pre-defined away messages (see *FILES* below).

q!   Exits bsflite.

Configuration file

>   The configuration file is located in *˜/.bsflite/config* and can contain any of the following options:

username *username*
>   Your screen name.

password *password*
>   Your password.

squelchconnect *true/false*
>   Hide notifications when a buddy signs on or off. (Default: false)

squelchidle *true/false*
>   Hide notifications when a buddy becomes idle or is back from being idle. (Default: false)

squelchaway *true/false*
>   Hide notifications when a buddy sets or unsets an away message. (Default: false)

respond_idle_only *true/false*
>   Send an auto-response with your away message only when an away message is set and you are
>   idle. (Default: false)

report_idle *true/false*
>   Report idle times to the AIM server. (Default: true)

netspeak_filter *true/false*
>   Enable or disable the "netspeak" and typo filter, which translates expressions like "u" into "you,"
>   and other such things. This is a bad idea if you write or receive messages in any language other
>   than English. A complete list of replacements can be viewed in the source file *cleaner.c*. (Default:
>   false)

oscarport *port*
>   Connect to the AIM server using port *port*. (Default: 5190)

proxy, proxyport, proxytype
>   Connect through a proxy. **proxy** specifies the IP address or hostname of the proxy server, **proxy-
>   port** is the proxy port number and **proxytype** is one of *socks5* or *https*. Authentication is not cur-
>   rently supported.

set_window_title *true/false*
>   Set the xterm/screen window title with "bsflite: screen name." (Default: false)

colors *true/false*
>   Enables colors. (Default: false)

single_log *true/false*
>   Logs to a single file (log/log). (Default: false)

Lines beginning with '#' are ignored.

FILES

˜/.bsflite/config

Configuration file

˜/.bsflite/profile

User profile, written in HTML.

˜/.bsflite/awaymessages

Pre-defined away messages, one per line. Multi-line away messages may be entered by entering *
* between lines.

˜/.bsflite/log/*screenname***.log**

Log of all conversations with *screenname*, used for **l** commands.

˜/.bsflite/log/log

Log if *single_log* is turned on.

AUTHOR

Claudio Leite